

**Lamar University – M.Ed. in Educational Technology Leadership**

## Course-based Embedded Hours Internship Log

***Directions:*** In submitting your Course-based Embedded Assignment Log for each Assignment in Appendix H of the Internship Handbook, you are required to reflect on the assignments by completing a reflection in your course wiki/e-portfolio that should contain a minimum of 300 words. These logs will be used to assist you in completing your EDLD 5370 Internship comprehensive exam final report. Students should use and cite their textbook references as well as two additional references when writing each reflection. The reflection must consist of statements regarding the knowledge you gained from the assignment and how the assignment helped you master the Technology Facilitator Standard(s) /Indicator(s).

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| Course Number: | Course Name: | Course-based Embedded Hours(see Appendix H |
| **EDLD 5363** | **Video Technology and Multimedia** | **15 Hours** |

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| Description of theAssignment/Performance Tasks(see Appendix H) | * Create a public service announcement for parents and community partners. Capture and integrate sound, video, and digital images; create RSS feeds; and publish the final product on the web. Use short teacher and student interviews to focus on 21st century technology for engagement and achievement. |
| **Self –Assessment** 1. **Critically reflect** (see note above; not just recitation of facts) upon the knowledge you gained from the assignment.  **(3 Points)**  2. **Critically reflect** upon the relationship between any new information you gained from the assignment with old information you previously held to be true.  **(2 Points)**  3. How did the relationship between the old and new information you learned affect your personal experience with the assignment?  **(2 Points)  Learn as a Learner**  1. **Critically reflect** (see note above; not just recitation of facts) upon your approach and strategies used in completing the assignment. **(3 Points)**  2. **Critically reflect** upon how you learn as a learner and how you assess your own performance in completing the assignment(s). **(2 Points)**  3. How did your learning and interaction with colleagues (such as discussion forum, web conferences, wiki and blog participation, etc.) affect the results of your performance? **(2 Points)**  **Lifelong Learning Skills** 1. **Critically reflect** (see note above; not just recitation of facts) upon what you gained about learning and how you learn that will impact your future learning. **(3 Points)**  2. How will your past interactions and collaborations with colleagues impact your future learning experiences? **(2 Points)**  3. As a lifelong learner, what questions or issues challenge you and are worthy of future research or investigation? **(2 Points)  Additional Criteria** 1. Content posted to e-Portfolio wiki/blog/Google site **(1 Point)**  2. Mechanics **(1 Point)**  3. APA Format **(1 Point)**  4.Minimum of 3 References **(1 Point)**  **(max. 25 pts.)** | Creating videos and using them for a professional presentation was not a skill I felt comfortable with. The first project we did took away much of the anxiety. I learned about how to plan, create and produce a professional looking product that I am proud to share. It also prepared me for the collaborative project using video and audio in a combined public service announcement. Video technology is an exciting tool to incorporate into the classroom and students embrace the opportunity to be creative. I definitely gathered new information that I have applied to my current teaching position.  As a learner of something new I approached each task with some trepidation but quickly learned that the resources I needed to not only learn but apply my new knowledge were readily available.  Our first project was a digital story. Jennifer New talks about storytelling, “Storytelling is a vital skill with seemingly unlimited applications. Done well, it can have a magical effect -- moving, enlightening, or entertaining audiences of any size” (New, 2005). I knew about the concept of digital stories but found a new way to incorporate it into my current teaching role.  One tool that I had not experience with was Audacity, a free sound recording program. We created a podcast and posted it. I have since incorporated this into a classroom tool and am planning to continue to record my own teaching lessons to post on my class webpage.  The final project required collaboration skills and technology skills. We worked in an assigned group to produce a video segment on a teaching tool. We utilized Google tools, Google docs, Sites and Google Drive to collaborate on a final production. Google collaboration site: <https://sites.google.com/site/pca5363/home>  According to Randy Nelson online collaboration is expanding the classroom to reach all parts of the world. As I move from classroom teacher to school leader it will be imperative that I continue to communicate and advocate for the technology tools that allows the teachers to reach outside their classrooms to teach, learn and collaborate with the world.  Audacity. (n.d.) Introduction. *1*(2). Retrieved April 21, 2009, from <http://audacity.sourceforge.net/manual-1.2/intro.html>  Nelson, R. (2008). Learning and working in the collaborative age: A new model for the workplace. *Edutopia*. Retrieved April 23, 2009, from http://www.edutopia. org/randy-nelsonschool-to-career-video  New, J. (2005). How to use digital storytelling in your classroom. *Edutopia*. Retrieved April 4,2009, from <http://www.edutopia.org/use-digital-storytelling-classroom> |